

```
1  #include <iostream>
2  #include <Windows.h>
3  #include "Door.h"
4
5  Door::Door(int x, int y, int colour, int closedColour)
6      :PlaceableActor(x, y, colour)
7      , m_isOpen(false)
8      , m_closedColour(closedColour)
9  {};
10
11 void Door::Draw()
12 {
13     HANDLE console = GetStdHandle(STD_OUTPUT_HANDLE);
14     if (m_isOpen)
15     {
16         SetConsoleTextAttribute(console, m_colour);
17     }
18     else
19     {
20         SetConsoleTextAttribute(console, m_closedColour);
21     }
22     std::cout << "|";
23     SetConsoleTextAttribute(console, kRegularColour);
24 }
```